

## CLAIMS

What I claim is:

1. A simulated sharp edged weapon or toy comprising:

a housing,

an element mounted in and extending from said housing arranged such that said element has movement in relation to said housing in response to a force upon said element,

an electrical circuit mounted in said housing for providing an indication upon activation having a movement sensor actuator mounted in cooperation with said element to turn on at least one indicating device providing indication of movement of said element.

2. A simulated sharp edged weapon or toy of Claim 1 wherein said element when in use is arranged in said housing to move in one or compound directions in response to a force upon said element.
3. A simulated sharp edged weapon or toy of Claim 1 wherein said element further includes a forgiving structure as to evade injury upon contact.
4. A simulated sharp edged weapon or toy of Claim 1 wherein said element further includes being interchangeable with other elements.
5. A simulated sharp edged weapon or toy of Claim 1 wherein said at least one indicating device comprises a light source mounted in a readily observable location.
6. A simulated sharp edged weapon or toy of Claim 5 wherein said light source includes being mounted within a cutout in said element providing illumination.

7. A simulated sharp edged weapon or toy of Claim 6 wherein said element further includes being made of at least partially light conducting material being illuminated in response to movement of said element.
8. A simulated sharp edged weapon or toy of Claim 1 wherein said at least one indicating device comprises a buzzer.
9. A simulated sharp edged weapon or toy of Claim 1 wherein said at least one indicating device comprises a sound chip to alert with a voice or other sound.
10. A simulated sharp edged weapon or toy of Claim 1 wherein said at least one indicating device comprises a scoring device.
11. A simulated sharp edged weapon or toy of Claim 1 wherein said at least one indicating device comprises a wireless transmitting device mounted in said housing providing transmission to a wireless receiver in a remote location conveying indication of movement.
12. A simulated sharp edged weapon or toy comprising:
  - a housing,
  - an element having a tang mounted in and extending from said housing arranged such that in a useable position said element being moveable in response to a force upon said element,
  - an electrical circuit for providing an indication upon activation having a movement sensor actuator mounted in said housing in cooperation with said element to turn on at least one indicating device providing indication of movement of said element.

13. A simulated sharp edged weapon or toy of Claim 12 further including a cam arrangement configured within said housing and in cooperation with said tang comprising at least one wedging surface urging said tang to move in a generally transverse direction to the longitudinal plane of said housing in response to a force upon of said element.
14. A simulated sharp edged weapon or toy of Claim 13 wherein said cam arrangement further includes a restoring force produced thereby retaining and returning said element to an unswitched resting position.
15. A simulated sharp edged weapon or toy of Claim 14 wherein said restoring force further includes a resilient material disposed in an operative location.
16. A simulated sharp edged weapon or toy of Claim 15 wherein said resilient material comprises a shaped wire.
17. A simulated sharp edged weapon or toy of Claim 13 wherein said housing further includes an elongate shaped cutout disposed longitudinally having a forward end, a rearward end, and a width, the forward end having an opening no wider than the width and, said tang comprising a shaped end for movably interconnecting within said elongate shaped cutout allowing movement of said element in response to a force on said element.
18. A simulated sharp edged weapon or toy of Claim 13 wherein said tang further includes a first end and a second end, an elongate slot generally disposed longitudinally to said element between said first end and said second end, said elongate slot having a forward end, rearward end, and a width, a rod extending through said elongate slot is secured to said housing allowing movement of said element in response to a force on said element.

19. A simulated sharp edged weapon or toy of Claim 18 wherein said elongate slot comprises being disposed on a bias in relation to said element longitudinal axis wherein said bias produces said cam arrangement.
20. A simulated sharp edged weapon or toy of Claim 12 wherein said tang further includes being at least partially surrounded by a resilient material residing between said tang and said housing allowing movement of said element in response to a force on said element.
21. A simulated sharp edged weapon or toy of Claim 13 wherein said movement sensor actuator further includes at least one contact
22. A simulated sharp edged weapon or toy of Claim 12 wherein said movement sensor actuator further includes at least one switch.
23. A simulated sharp edged weapon or toy of Claim 13 wherein said circuit further includes a battery.
24. A simulated sharp edged weapon or toy of Claim 23 wherein said battery is replaceable.
25. A simulated sharp edged weapon or toy of Claim 21 wherein said movement sensor actuator further includes said contacts arranged in cooperation with said cam arrangement whereby movement of said element closes said contacts completing said circuit.
26. A simulated sharp edged weapon or toy of Claim 23 wherein said movement sensor actuator further includes said battery and said tang being arranged to contact each other completing said circuit upon movement of said element.
27. A simulated sharp edged weapon or toy of Claim 12 wherein said at least one indicating device comprises a light source mounted in a readily observable location.

28. A simulated sharp edged weapon or toy of Claim 27 wherein said light source is replaceable.
29. A simulated sharp edged weapon or toy of Claim 27 wherein said light source is an LED light.
30. A simulated sharp edged weapon or toy of Claim 27 wherein said element further including a first cutout and said light source being mounted within said first cutout.
31. A simulated sharp edged weapon or toy of Claim 30 wherein said element further includes a second cutout longitudinally adjacent to said first cutout and joined together by a first port whereby upon said light source being turned on, said light source illuminating said first and said second cutouts and said first port.
32. A simulated sharp edged weapon or toy of Claim 31 wherein said element further includes a second port intersecting said first port and ending at the edge or edges of said element such that said light source illuminates said first and second cutouts and said first and second ports.